

COMSC-210 Lecture Topic 9

Associative Arrays

Reference

Childs Ch. 10

Associative Arrays

generalization of the "key"

now may be ANY value, not just a numeric "index"

e.g., phone book

```
phoneBook["RBurns"] = 22483;
```

other languages support associative arrays

```
$phoneBook["RBurns"] = 22483; // PHP
```

```
phoneBook["RBurns"] = 22483 // Python
```

```
phoneBook["RBurns"] = 22483 // JavaScript
```

```
phoneBook.put("RBurns", 22483); // Java
```

a.k.a. "dictionaries" or look-up tables

A New operator[]

parameter is now *templated* instead of `int`

```
old: int key
```

```
new: U key
```

```
T& operator[](const U& key) // O(n)
```

```
{
    search "in use" array elements or list nodes for key match
    if not found, insert it
    return mutable reference
}
```

```
T operator[](const U& key) const
```

```
{
    search "in use" array elements or list nodes for key match
    if not found, return dummy
    return mutable reference to value
}
```

"key" can even be an `int`: would work like indexed array!

Linked Structure Implementation

```
template <class T, class U>
class Array
```

```
{
    struct Node
    {
        T value;
        U key;
        bool inUse;
        Node* next;
    };
    ...
}
```

Arrayed Implementation

```
template <class T, class U>
class AssociativeArray
```

```
{
    T* value;
    U* key;
    bool* inUse;
    ...
}
```

Other Function Modifications

size: for big oh considerations, track instead of count

clear, size, capacity: no changes

containsKey, deleteKey: new parameter, no range-checking

```
vector<U> keys() const; // all "in use" keys
```

operator[] Setter, O(n)

// dynamic array version

```
template <class T, class U>
```

```
T& AssociativeArray<T, U>::operator[](const U& parameter)
```

```
{
    for-loop to scan all data
    if inUse[i] == true AND key[i] matches parameter
        return mutable reference to value[i]
}
```

// linked structure version

```
template <class T, class U>
```

```
T& AssociativeArray<T, U>::operator[](const U& parameter)
```

```
{
    for-loop to scan all data
    if inUse[i] == false
        set key[i] to parameter
        set inUse[i] to true
        add 1 to size
        return value[i]
}
```

set `i = cap`

double the array capacities

set `key[i]` to parameter

set `inUse[i]` to true

add 1 to size

return `value[i]`

```
}
```

// linked structure version

```
template <class T, class U>
```

```
T& AssociativeArray<T, U>::operator[](const U& parameter)
```

```
{
    for-loop to scan all data
    if p->inUse == true AND p->key matches parameter
        return mutable reference to p->value
}
```

for-loop to scan all data

if `p->inUse == false`

set `p->key` to parameter

set `p->inUse` to true

add 1 to size

return `p->value`

add new node to end

set `end->key` to parameter

set `end->inUse` to true

add 1 to size

return `end->value`

```
}
```

operator[] Getter, O(n)

// dynamic array version

```
template <class T, class U>
```

```
T AssociativeArray<T, U>::operator[](const U& parameter) const
```

```
{
    for-loop to scan all data
    if inUse[i] == true AND key[i] matches parameter
        return value[i]
    return dummy
}
```

// linked structure version

```
template <class T, class U>
```

```
T AssociativeArray<T, U>::operator[](const U& parameter) const
```

```
{
```

for-loop to scan all data

if `p->inUse == true AND p->key matches parameter`

return `p->value`

return dummy

```
AssociativeArray<int, string> phoneBook;
phoneBook["RBurns"] = 22483;
...
vector<string> keys = phoneBook.keys();
for (int i = 0; i < keys.size(); i++)
    cout << "phoneBook[" << keys[i] << "] = "
        << phoneBook[keys[i]] << endl;
```